

TransferMation

NS-01-0691

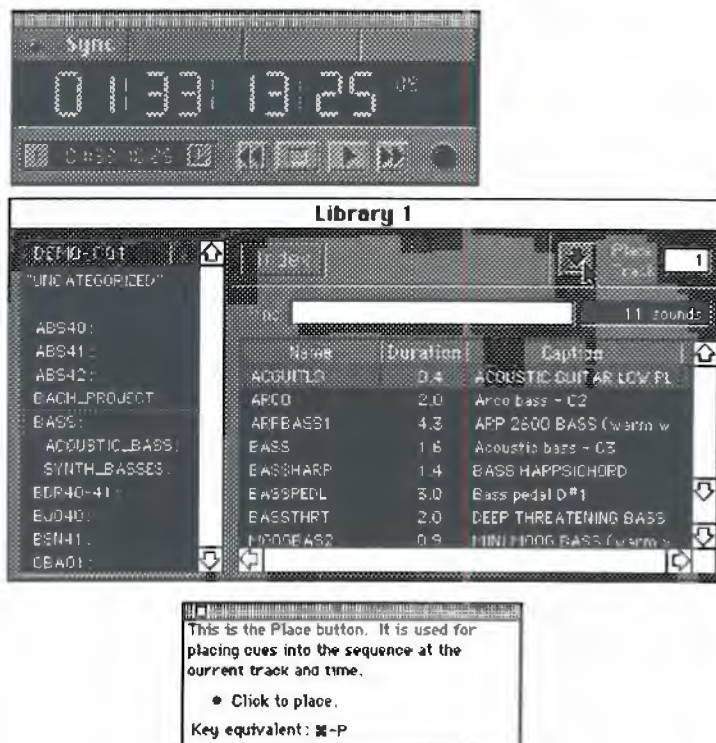
Overview

TransferMation™ is an application that can be used with existing NED applications to sound file management and sequence control.

Displaying TransferMation

There are currently two TransferMation windows: Transport and Librarian. These two windows work with EditView for enhanced sequence editing. There is also a Help window that operates as a quick reference to TransferMation functions.

From the RTP, select **TransferMation** from the **Window** menu. When TransferMation is active, the Transport, the Librarian and a set of pulldown menus appears. (MultiFinder must be running.)

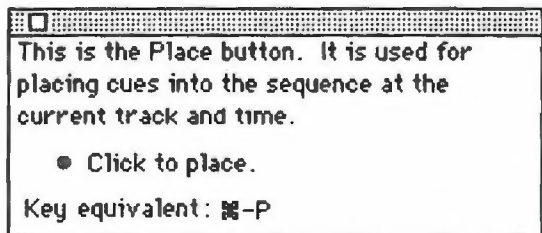


Getting Help

The Help window is a quick, easy reference to features in the Librarian and Transport. It is available at all times, and does not interfere with any TransferMation functions.

Select HELP from the Window menu, or press the Help key on the keyboard, to toggle the window off and on. The Help window can be moved to any location on the screen.

The window tracks the cursor location and displays information about any feature the cursor is over. You do not have to click to view information; it is displayed automatically.



Overview (con't)

The Key Mapper

A set of quick keyboard commands has been preassigned to specific TransferMation operations. The user can change these assignments by selecting KEY MAPPER... from the Edit menu.

| Function | Key Assignment |
|----------------|-----------------|
| EditView | (not assigned) |
| MIDInet | (not assigned) |
| Autoconform | (not assigned) |
| NED StartUp | (not assigned) |
| TransferMation | (not assigned) |
| Help | Help key |
| Info | ⌘-I |
| Audition | F12 |
| Play | Ctrl-Up Arrow |
| Stop | Ctrl-Down Arrow |
| Rewind | Ctrl-Lt Arrow |
| Fast Forward | Ctrl-Rt Arrow |
| Locate | ⌘-L |
| Take Curr Time | F13 |
| Activate | Enter |
| Next Item | Down Arrow |
| Previous Item | Up Arrow |

The Key Mapper assignments work whenever TransferMation is the current application. (In a later release these assignments will always be active, regardless of which application you are running.)

The list of operations which can be mapped to one or more keys is on the left. The keys preassigned to the operations are on the right. To change a key assignment, select an operation and press the new key assignment.

For example, if you want to initiate playback by pressing the Spacebar, select Play from the Key Mapper list and then press the Spacebar. The new assignment appears in the list.

The Key Mapper (con't)

The Key Mapper has a set of buttons on the right that are used to save, recall and edit key commands.

| Button | Function |
|------------|--|
| Open... | Users who have customized their own keyboard assignments can save them as a Macintosh file and then open them at any time using the Open... command. |
| Save | Users can customize a set of keyboard assignments and save them as a Macintosh file which can be recalled using the Open... command. |
| Save As... | Saves a set of key commands under a different file name or in a different location. Users can customize a set of keyboard assignments and save them as a file which can be recalled using the Open... command. |
| Default | Recalls the NED default Key Mapper settings. The user can recall the default settings at any time. |
| Clear | Clears the current Key Mapper assignment. |
| Clear All | Clears all Key Mapper assignments in the current file. |

When TransferMation is first opened, the NED default Key Mapper commands appear. The user can then recall a customized file of commands using the Open... command. (In a future release the user will be able to define which file is the default.)

Transport Window

The Transport displays the current sequencer time and is used for motion control and mark point management. It can also be used for setting the sync source.

Time displays

The Transport is a convenient time display and motion controller. It always displays the current sequencer time and appears whenever TransferMation is active. Like any other window, it can be moved by dragging, but it only goes away when TransferMation is closed.



Change the current time by clicking or tabbing to a subfield and typing a new time, or scroll up and down with the trackball.

Change the format of the displayed time by pulling down the Display menu at the top of the screen. Select from Seconds, Beats, Measures:Beats, SMPTE, Feet:Frames, and Minutes:Seconds.

Motion controls

The motion control buttons light when activated.



Stop



Play



Fast Forward



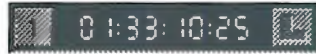
Rewind



Record indicator—lights red when recording is taking place. (Note: This button does not initiate recording.)

Mark points

The Transport also displays the current mark point. The mark point can be edited in the same way as the current time, by typing or jogging the time, or by pressing F13 to take the current time into the field.



Each mark point has an assigned number and label. The number appears on a button to the left of the time. Press this button to display a menu of mark points. Selecting a mark point from this list makes it current.

Label a mark point by selecting the LABEL... command from the mark list. Create a new mark by selecting the NEW command from the mark list. (Maximum 20 mark points.)

Autolocate the sequencer to the current mark by clicking the locate button that appears as a large "L" to the right of the mark point time display.

Synchronization

The Sync menu button is used to set the Sync source and mode. Pull down the sync menu to select from Internal, Ext 50hz, Beat, MIDI In, MIDI Aux, MIDInet and SMPTE sync sources. SMPTE modes include Drop, Non Drop, 25 fps, 24 fps, and NTSC 30.



The SMPTE mode can also be selected from the Display menu, as can the feet mode (35mm or 16mm at 30, 25 or 24 fps).

When the Sync menu button lights, external sync is active.

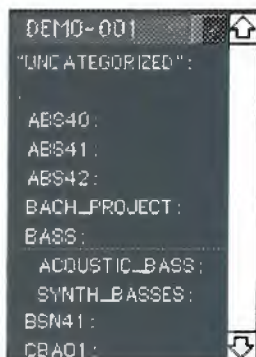
Librarian Window

The Librarian is used for finding and auditioning sounds stored on the Direct-to-Disk, the Winchesters and any or all optical disk volumes. It can also place sounds into a sequence.

Overview

Index

The Index button lists all currently available volumes. Use it to select a volume to display.



Once a volume has been selected, the list on the left displays the categories in which sounds are found. Selecting the Direct-to-Disk from the Index button lists all available projects; selecting a Winchester lists sound file catalogs; selecting an optical disk lists all of the categories and subcategories on that volume. Selecting from the category list displays the sounds found in that category (see below).

The sounds display lists the sounds stored in a volume or category. These are displayed in alphabetical order along with additional sound information. On first opening a volume, all

sounds on the volume appear. You can also search for a specific file or text string, or filter by a key word.



The find dialog searches for sounds with matching text attributes. Search the current list of sounds for the text entered into the Find dialog. The number of matching sounds is displayed to the right.



The Place function allows the user to select a cue from the Librarian and place it in the sequence at the current time.

Displaying the window

The size of the Librarian can be altered using the size box in the lower right corner of the window. Panels within the Librarian can also be resized.

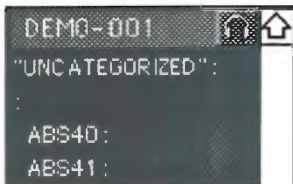
Place the cursor between the category and sound list panels, or between the Find string and number of sounds panels. Arrows appear which are used to move the boundary. (See also "Viewing sounds information")



Click and drag the arrows in either direction to resize. This is useful, for instance, for resizing the category display to view names which are very long.

The arrows can also be used to turn on proportional resizing. If the Option key is held down while dragging the arrows, the panels will subsequently resize proportionally, instead of staying in a static position, whenever the resize box in the lower right corner is dragged.

Librarian Window (con't)



Displaying a volume

A "volume" is any sound storage medium, including the Direct-to-Disk, W0, W1 and optical disks. The **Index** button lists all currently available volumes—offline and online. ("Online" refers to any volume which is available for playback, such as the Direct-to-Disk, a Winchester and an optical disk which has been loaded into the optical drive. "Offline" generally refers to optical disk volumes which are not currently in the drive.)

The **Index** button is used to browse the contents of a volume. Click and hold the button to select a volume. The volume's categories appear on the left and sounds on the right. When a volume is first viewed, all sounds on the volume are displayed in alphabetical order, regardless of category.

To view a particular category of sounds, click the category name on the left; sounds in that category appear on the right. To view all sounds on the volume again, click the volume name at the top left.

To view the contents of all optical volumes at once, select **ALL OPTICALS** from the **Index** button. (This may take time the first time. A dialog appears which you can use to cancel the loading of individual volumes.) Once loaded, the names of all optical volumes appear on the left, and all sounds on all opticals, sorted by volume name, appear on the right.

The Librarian can view the contents of any optical volume, whether it is online (loaded into the drive) or not. But to actually hear the sounds on a volume, the volume must be online. To put an optical volume online, insert the disk into the drive and click the load button next to the volume name. If a volume is loaded successfully, a headphone icon appears on the load button:



(Loading can also be done by selecting the **MOUNT OPTICAL** command under the **File** menu.)

Managing volumes

The Librarian is able to display the contents of offline and online optical volumes by referring to index files stored on the ABLE Winchester and the Macintosh. When changes are made to a volume, such as adding, deleting or editing sounds, the index files on the Macintosh must be manually updated, otherwise the Librarian will recall out-of-date information.

There are three commands under the File menu that update or import new or changed volumes. To update the currently displayed volume in the Librarian, select the command UPDATE. To update all volumes, select the command UPDATE ALL VOLUMES.

For instance, you have archived a dozen new sounds to an optical disk. Without updating the Librarian index, the new sounds will not appear in the Librarian window. To view the new sounds, select the optical volume from the Index button, and then select the UPDATE command from the File menu. All new sounds will now appear.

In another situation, a new project may have been created on the Direct-to-Disk. Updating the Direct-to-Disk volume will assure that the cues in the new project will appear in the Librarian.

You can view a volume not listed by the Index button. This may be a newly purchased volume, or someone else's volume. To import a volume that is not currently listed by the Index button, select the File command IMPORT NEW VOLUMES.*

* For optical volumes, an index file must first be created using the UPDATE command on the Optical Disk Display (R-page). Then go to the Librarian and use the IMPORT NEW VOLUMES command.

Librarian Window (con't)

Viewing sound information

Sounds on a volume are listed in the panel on the right. When a volume is first selected, all sounds on the volume are displayed. To display sounds in a single category, select from the category list on the left.

Information is displayed about each sound. (Some information is not currently available for the Direct-to-Disk, W0 and W1, and blank space appears.) When all opticals are displayed, a column appears with the name of the media. The width of each column of information can be adjusted by dragging the vertical divider between the column titles. As the cursor passes over the column division, the arrows appears, which can be clicked and dragged.



| Name | Duration | Cap |
|----------|----------|-------------|
| ACGUITLO | 0.4 | ACOUSTIC GU |
| ARCO | 2.0 | Arco bass - |

A sound is selected by clicking on it, or by using the arrow keys.

Additional information about each sound can be displayed in a separate window by selecting INFO from the Window menu. The Info window displays information about the current sound, and updates as the current sound changes.

Auditioning a sound

Audition a sound by selecting it and then pressing F12 (see “The Key Mapper” in the Overview) or by selecting the AUDITION command from the Edit menu. To audition a sound automatically, first activate the AUDITION ON SELECT command from the Edit menu. From then on, a sound will audition immediately upon selection. (A beep indicates the sound is not online; the volume must be mounted in order to hear the sound.)

Make the current sound the current timbre on the keyboard by selecting the command ACTIVATE SOUND from the File menu.

Librarian Window (con't)

Searching a volume

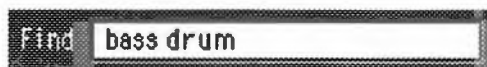
A limited search of the volume finds the first occurrence of a letter or string and locates to the match. Click in the sounds or category display, and then type one or more letters. The list is scrolled to the first occurrence of the typed string.

The search can also be used to display a group of related sounds. Type one or more letters or words into the Find window. A space is read as "and," adding delimiters to the string. A comma is read as "or," adding more variations to the search.

For example, the following search would find all sounds containing a reference to bass:

A screenshot of a software window titled 'Find'. The window has a dark border and a light-colored text input field. The word 'bass' is typed into the input field.

By adding *drum*, the search would find all sounds containing a reference to both *bass* and *drum*:

A screenshot of a software window titled 'Find'. The window has a dark border and a light-colored text input field. The words 'bass drum' are typed into the input field.

Adding a comma constructs a search that looks for any sound containing either *bass* or *drum*. This search would net more sounds than the previous search:

A screenshot of a software window titled 'Find'. The window has a dark border and a light-colored text input field. The text 'bass, drum' is typed into the input field.

Add as many words or phrases as you want, using spaces and commas to limit or expand your search.

Press the Return key to begin searching through the names and captions in the displayed list. The resulting list shows all sounds containing the search string.

Placing a cue into the sequence

The Place button allows the user to place cues into the sequence at the current time. This can be done by locating the sequencer, or by placing the cue on the fly while the sequence is playing.



Select a cue from the sounds display. Enter into Place Track the number of the sequence track on which you want to place the cue. This can be done by typing the number, or by using the Keypad + and - keys (the cursor can be located anywhere in the window) to increment or decrement the number.

Once the sequencer has been located to the correct time and the Place Track is set, click the place button, or press $\%P$. (The cue can also be placed on the fly as the sequence plays.) The cue will be placed at the current track and time and can be viewed and edited in EditView.

TransferMation main menu

A main menu of commands appears when TransferMation is active.

| File | | |
|--------------------|-----|--|
| New | ⌘ N | |
| Close | ⌘ W | |
| Mount Optical | | |
| Import New Volumes | | |
| Update | | |
| Update All Volumes | | |
| Audition | | |
| Audition On Select | | |
| Place | | |
| Activate Sound | | |
| Quit | ⌘ Q | |

| Edit | | |
|---------------|-----|--|
| Undo | ⌘ Z | |
| Cut | ⌘ X | |
| Copy | ⌘ C | |
| Paste | ⌘ V | |
| Clear | | |
| Select All | ⌘ A | |
| Key Mapper... | | |

File menu

| Command | Key | Function |
|--------------------|-----|--|
| New | ⌘-N | Opens a new Librarian window. |
| Close | ⌘-W | Closes the Librarian. |
| Mount Optical | | Mounts optical volume. |
| Import New Volumes | | Imports a volume that is not currently listed by the Index button. |
| Update | | Updates the current optical volume. |
| Update All Volumes | | Updates all optical volumes. |
| Audition | | Plays back the selected sound. |
| Audition On Select | | Toggles off and on to playback a sound automatically on selection |
| Place | | Places the current cue in the sequence at the current time. |
| Activate Sound | | Makes the current sound active on the keyboard. |
| Quit | ⌘-Q | Quits TransferMation. |

Edit menu

| Command | Key | Function |
|---------------|-----|--|
| Undo | ⌘-Z | Reverses the most recent edit. |
| Cut | ⌘-X | Removes the selection and copies it to the clipboard. |
| Copy | ⌘-C | Copies the selection to the clipboard. |
| Paste | ⌘-V | Pastes a copy of the clipboard into the current field. |
| Clear | | Clears the field. |
| Select All | ⌘-A | Selects all elements. |
| Key Mapper... | | Opens to the Key Mapper defaults. |

Window menu

| Command | Function |
|-------------|---|
| EditView | Starts EditView |
| MIDIInet | Starts MIDIInet |
| Conform | Starts Conform |
| Librarian | Opens a Librarian window |
| NED StartUp | Starts NED StartUp |
| Info | Opens a window of information on the current sound. |
| Help | Opens the Help window. |

Display menu

| Command | Function |
|-----------------|---|
| Seconds | Time fields are displayed in seconds. |
| Beats | Time fields are displayed in beats. |
| Measures:Beats | Time fields are displayed in measures and beats. |
| SMPTE | Time fields are displayed in SMPTE. |
| Feet:Frames | Time fields are displayed in feet and frames. |
| Minutes:Seconds | Time fields are displayed in minutes and seconds. |
| SMPTE Mode | Select a SMPTE mode. |
| Feet Mode | Select a feet mode. |

Window

EditView™
MIDIInet™
Conform
Librarian
NED StartUp

Info
Help

Display

Seconds
Beats
Measures:Beats
SMPTE
Feet:Frames
Minutes:Seconds

SMPTE mode ▶
Feet mode ▶

Basic TransferMation techniques

The following instructions explain how to perform commonly used functions of TransferMation.

Creating a mark point

To create a mark point:

1. Click and hold the mark point button on the Transport.
2. Select NEW from the menu.

The next available mark point number is displayed on the button.

3. Enter a time into the mark point time field, or press F13 to take the current time.
4. Add a text label to the current mark point by pulling down the mark point menu again and selecting LABEL...

Enter text, which will be saved with the current mark point.

Recalling a mark point and locating

To recall a mark point:

1. Click and hold the mark point button on the Transport.
2. Select the desired mark point from the menu.

The time associated with the selected mark point is displayed.

3. If you want to locate the sequencer to this time, click the locate button.

Displaying a volume and category of sounds

To display a volume of sounds:

1. Click and hold the Index button on the Librarian.
2. Select a volume to view.

The volume and its categories of sound appear on the left. All sounds on the volume appear in alphabetical order on the right.

3. Select an individual category to view by clicking its name.

Only the sounds contained within the category are displayed.

4. To view all sounds on the volume again, click the volume name displayed at the head of the category list.

Auditioning an optical disk sound

A volume must be online in order to play back a sound from that volume.

1. Insert the optical disk into the drive.
2. Select the volume name from the Index button.
3. Press the load button, or select the MOUNT OPTICAL command from the File menu.

The optical is loaded and a headphone appears on the mount button.

4. Select a sound and press F12 to audition.

**Basic
TransferMation
techniques (con't)**

Managing volumes

If a volume has been changed (for instance, a sound is added) its Macintosh index must be updated in order to view the new sound on the Librarian.

1. Select the volume (online or offline) that you want to update from the Index button. (This may be an optical disk or the Direct-to-Disk, for instance.)
2. Select the File command UPDATE to update the current volume.

or

If you want to update all volumes, select the File command UPDATE ALL VOLUMES.

To add a new optical volume to the Index button:

1. Insert the optical disk into the drive.
2. If you have not already done so, create an index file using the UPDATE command on the Optical Disk Display (R-page).
3. In the Librarian, Select the File command IMPORT NEW VOLUMES.

The volume can now be selected from the Index button. If the volume is online, sounds can be auditioned.

Searching

To search a list of sounds:

1. Select the volume or category to search from the Librarian. (The volume does not have to be online.)

The sounds associated with that volume or category are displayed in the sounds list. (Currently, you cannot search by categories.)

2. Enter the search text into the FIND window, using spaces and commas between words to limit or extend the search.
3. Press Return to begin the search.

Depending on how extensive a search is taking place, the search may be completed immediately or take a few seconds. The results are displayed in the sounds list.

Placing a cue

To place a Direct-to-Disk cue into the sequence:

1. Select Direct-to-Disk from the Index button on the Librarian.

Projects appear on the left and all cues on all projects appear on the right.

2. If you want to look at only the cues from a specific project, select that project from the left.

Only these cues appear on the right.

3. Select a cue from the sounds list.
4. Enter the number of the track on which you want to place the cue into PLACE TRACK.
5. Locate the sequencer to the time at which you want to place the cue.
6. Click the Place button, or press ⌘-P.

The cue is placed on the selected track at the current time.